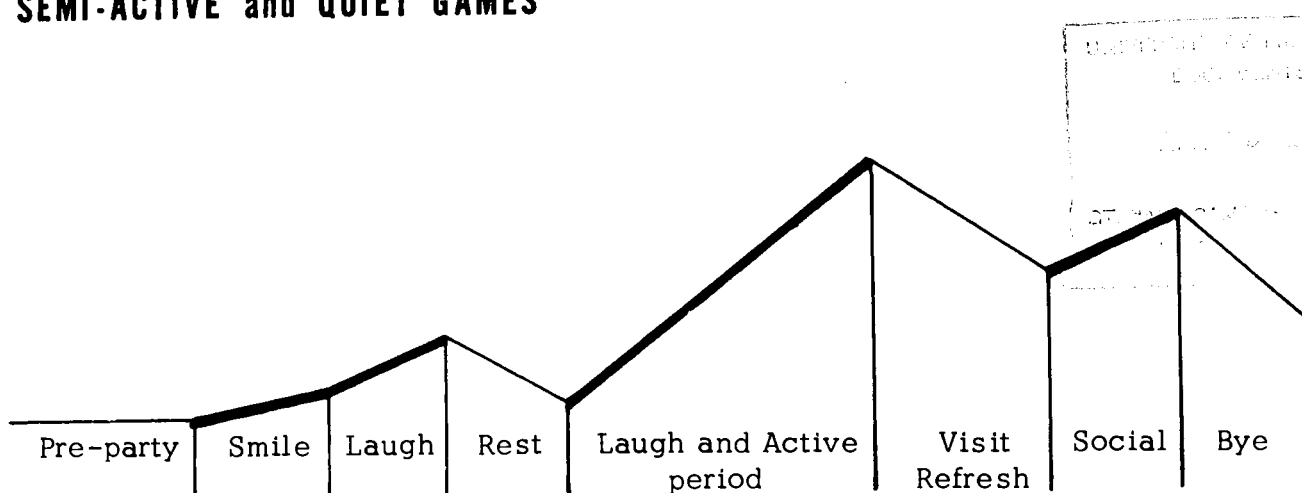




EXTENSION RECREATION PROGRAM

SOCIAL RECREATION SEMI-ACTIVE and QUIET GAMES



An alert recreation leader will vary the activities of a party so as to maximize the use of the facilities and keep the interest of the participants at a high level. Not all of our parties are held in areas where there is unlimited space for activities that require the room for vigorous actions. Even if the party is in an open area, the activities need to be varied to give the participants a chance to catch their breath. Thus, the following activities are ones that can be used indoors or outdoors, small groups or large groups. Do not be afraid to change the rules or methods of participation to fit your needs. Be creative, make the activities serve your purpose rather than you serve the activities' purposes. In relation to the party planning curve these activities fit the same categories as the active games do.

Adding Numbers

Divide into groups of nine. Each player is given one of the numbers 1 through 9.

Prepared by Glen Thompson, Extension Recreation Specialist.

The leader calls a number such as 21. Players having numbers that add up to 21 run to the front of the line. In this case, 6, 7, and 8 could equal 21. (If nine players are used, 45 is the highest number that may be called.)

Alphabet Scramble

Equipment: Two sets of alphabet cards. The two teams of players stand in relay formation. A complete set of alphabet cards is laid on a chair about 10 feet away from each team. A base line is drawn about the same distance back of the row of chairs. When the leader announces a word, the first few players in each team - as many as there are letters in the word - hurry forward to the chairs, select the needed letters, carry them on to the base line and stand there holding them up, arranging themselves in the proper order as rapidly as possible. The team finishing its word first is the winner. Then, these players go back promptly to their own lines, taking

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their places at the rear so that the next players may take the next word announced.

Human Alphabet



Each team is composed of 5 or more players and a captain. The leader stands at an equal distance from all the teams participating and shouts a letter of the alphabet such as "v" or "k". The captain then quickly arranges his players on the ground to look like the letter called. If necessary, the captain may be a part of the letter. The first team to complete the letter scores a point.

Glove and Candy Relay

Five people make up each team which stands in a straight line. The first player on each team wears a pair of cotton work gloves. He starts with a package of gum, which he must unwrap; then he must take out one stick, unwrap that, and begin chewing on it before passing the gloves and package on to the second person on the team. This continues until the fifth person is chewing a stick of gum. The first team through wins.

Match Box Relay



Use small match boxes. Each person at the head of the lines has one. At the signal, the head people place the match box on their noses and, leaving it on the nose, they pass it on to the next person's nose. No fair using hands to help.

Knot Tie Relay

Formation: Teams of 5-8 players in a circle.

Equipment: One piece of rope or string for each team member.

Game: Each member of the team, in alternate turns, ties a square knot to the string of the person next in line until a circle is formed. The first team to complete the circle wins.

Note: This game can be related to camp skill courses.

Find the Leader

Players sit in a circle. Someone chosen to be IT leaves the room. The players then name one of the group to be the leader. All watch secretly and imitate every movement of the leader, who starts by clapping as a signal for IT to return. IT tries to discover the leader. The leader changes frequently. They may wink, wiggle feet, fingers, hands or any other action that is suitable for the occasion.

Clothespin Toss

Get two dozen ordinary clothespins or snap pins, preferably the latter. With pen or pencil mark different values on each pin from 5 on up. These pins are then stuck at intervals around the rim of an ordinary wastebasket. Jar rubbers are used for tossing. Players are provided with an equal number of jar rubbers which they attempt to toss over the pins around the edge of the basket. Rings falling on pins are counted according to value marked on the pins. Rings falling within the wastebasket deduct ten from the total score. Rings falling outside the basket have neither a minus nor a plus value.

Rhythm

Players are seated in a semi-circle and number consecutively. No. 1 acts as the leader and establishes the rhythm followed by all the rest --

Clap hands on knees -

1

Clap hands together -

2

Snap finger -

3

Snap finger -

4

On first snap, No. 1 says his own number, on second snap the number of someone else in the circle. Example: Clap, Clap 1 7. No. 7 will then, in the next rhythm, say 7 _____. Whenever a player fails to say a number, say one in rhythm or says a number that is not in the circle, he immediately goes to the last chair and takes that number while all previously below him move up and take new numbers. The purpose is to get No. 1 out of the chair.

Count 4

Age: 13 and up

Equipment: Count 4 diagram and some kind of counters. (Buttons or anything that is easy to handle make good counters.)

1	2	3	4
5	Start on any vacant spot count 4 and put down a counter. Counting can be done in either direction. A spot once covered cannot be used as a starting point again, but must be counted in the 4. Try to cover all except one corner.		10
6	7	8	9

Chinese Puzzle

Large circle of people scrambled, mixed up and knotted together to form an entangled web, without letting go of hands. Two people, sent out of the room before circle of people become one knot, try to unscramble knot into large circle again.

Hangman

This may be played with two players, or with two teams. If two players are involved, a blackboard or a sheet of paper may be used. If two teams play the game, it would be better if a blackboard could be used. One player, on one team, selects a word and writes as many spaces on the paper or blackboard as there are letters in the word: thus _ _ _ _ if "foot" is the word. Players on the opposite side guess letters that might be in the words. As a player guesses a letter correctly, the letters are written in the proper places. If a player guesses wrong, the first stroke of a gallows with a man on it is drawn. Every mistake adds another stroke, and the guessing continues until the word is discovered or the gallows are completed. If the "man is hanged" the drawer or drawing team wins, if the word is completed, the guesser or guessing team wins and is next to choose a word.

Usually ten strokes are used in making the gallows as follows:

- | | |
|---------------|------------|
| 1. Base | 5. Body |
| 2. Upright | 6.-7. Arms |
| 3. Crosspiece | 8.-9. Legs |
| 4. Head | 10. Rope |

Buzz

One player starts the game by saying, "One." The others, in turn, say "two, three, four, five and six." But when "seven" is reached, that player must say, "Buzz." The counting goes on, but each time there is a multiple of seven or any number with seven in it the players must substitute "Buzz" for the number. Each time the word "Buzz" is used there is a change of direction in counting. i.e., (If count is going right and buzz is used the count then goes to the left.)

Variation of Buzz

Any number of players. One player starts game by saying "one." The next to right or left, in turn, say "two, three, four" and on "five" or any multiple clap hands once for each 5, without saying the number. Next in turn says "six" and on "seven" or any multiple, player says "Buzz" once for each "seven." As player claps hands, on 5 and 7 or their multiples, the order of players reverses each time. Penalty for mistake: start counting again. See how soon group can successfully count to 35.

Charades

Charades means to act out a word, phrase, or sentence. The audience is informed how many syllables or words are in the charade. Charades play on the imagination and fun for both actors and audience.

Bird Charades Suggestions-

Canary	can airy
Mocking bird	Mock ing bird
Kill deer	Kill deer (dear)
Bob-o-link	Bob owe link
Sandpiper	Sand pipe her
Robin	Rib in
Cat bird	cat bird
Heron	Hair run

Miscellaneous Words - Charades

Sax-o-phone	Sacks - owe - phone
Address	A - dress
Coffee pot	Cough - fee - pot
Handkerchief	Hand - cur - cheif
Pilgrimage	Pill - grim - age
Eyeball	I - bawl
Ice Cream	I scream
Daniel Boone	Dan - Yell - Boon
Pioneer	Pie and ear
Somersault	Summer Salt
Heroes	He rose
Welcome	Well come
Aeroplane	Air - oh - plane

Masquerade	Mass cur aid
Bookworm	Book worm
Sausage	Saw Sage
Pantry	Pan tree
Tennessee	Ten I see
Decorate	Dick car ate
Eyelash	I lash
Necklace	Neck lace
Milwaukee	Mil walk key
Cicero	Sissy row

Dumbo Crambo

Two sides. One goes out while the other group selects a word that can be acted out, such as "trial". The other side is called back and told the word rhymes with "mile," for instance. After conferring among themselves, they make a list of words they think might be the one selected, and decide in what order to present them. For instance they list "smile," "rile," "style." Everybody smiles broadly to enact "smile." Then they put on a "style" show. Next they get considerable "riled." Finally, they try a court scene and the other side applauds for it's clear that they've guessed "trial." The number of guesses taken is counted and the other side goes out to try its hand at guessing and acting out the answer.

Picture Drama

Divide into group of 6 to 8 people. Each is given a 3 X 5 card or a peice of paper and a pencil. Each person then draws one single line of any length or form desired on their card or paper. They then pass their card to their left (or right). This person then completes a picture on this card utilizing the line drawn by the previous person. Then after all pictures are completed (do not tell them before this point); this group takes all their pictures and make up a short story or skit in which all the pictures and their creators are used.

Chain Reaction Pantomime

Use this with any size group or as a platform skit. The leader and two or three players participate.

The players selected leave the room. The leader tells the others the activity he is going to pantomime. One player is called into the room to watch the leader go through his exaggerated and imagined act. The second player is brought into the room to watch the unknown action as the first player remembers it. If a third player is out then he is invited in to watch the second player's version and then he does it as he remembers.

After all have done their pantomime, they are asked to tell what it was they thought they were doing. They are then told what the original idea was. Here are some pantomime suggestions:

- Washing an elephant
- Packing auto for a trip
- Cleaning out the refrigerator
- Changing the baby
- Changing a flat tire
- Taking down the storm windows

Pass the Buck

Formation: Seated or standing in a circle. One person is in the center of the ring. Each person, with his left hand grasp the right wrist of the person on his left. This leaves only the right hand of each person free with which he can grasp anything.

Action: Use some object (washer, button, quarter). Place this object in one person's right hand. Person in the center closes eyes. Now as the whole circle starts to move their hands so that they touch the hands of the next person either to the right or to the left, the object is passed from one person to the next. The object of the game is to pass the object

in such a manner that IT cannot guess who has it. After the washer has started around the circle, IT is allowed to open his eyes. When IT points to the person with the object in his hand they exchange places.

Word Scramble

Take any 5 to 6 letter word and spell down one side of paper and up the opposite side. Example:

T	Y
R	L
U	U
L	R
Y	T

Try to make the longest word possible using the initial and final letters as indicated.

Cross Hands

Players, any number, stand or sit in a circle. There is one person who is "It" standing in the middle. He points to someone in the circle, holding his "point" so there is no confusion about who is being pointed at. The player pointed at quickly grabs both ears with his arms crossed. (He grabs his left ear with his right hand and his right ear with his left hand.) The person to the left of the "pointed-at" person grabs his left ear and his nose with his arms crossed (left ear with right hand and nose with left hand.) The person to the right, grabs his right ear and his nose with his arms crossed (reverse of the other one). The last one to be in the correct position is the new IT. The IT must select the last one to assume the right position but the other players may help judge. If the circle is large, there may be more than one IT to speed up the activity.

Hurricane

Two teams line up on opposite sides of a table. Select a score keeper for each team. They should stand at the end of the table. On the signal a ping pong ball is placed in the center of the table. Each team tries to blow the ball off the table on the side opposite them giving one point.

Human Checkers

Place seven chairs in a row and seat 3 boys and 3 girls as indicated. B-B-B-O-G-G-G. Have each group of six players choose a captain or director. The object of the game is for the captain to move the boys and girls to opposite seats, like checkers, moving or jumping one at a time. No player may be moved backward. All may be started over again if they get stuck. The final result will be G-G-G-O-B-B-B.

After the solution has been reached with 6 players, try the game with 4 boys and 4 girls.

Have six rows of 7 to 9 chairs for the entire crowd, divide them into teams of 6 to 8 players, and have them race to win. Chairs may be placed back to back for the teams.

Hint to solution: After the first player on each side has moved, do not let two players on the same side get together. Here is the solution.

Starting position..... B-B-B-O-G-G-G
1. Boy 1 move over... B-B-O-B-G-G-G
2. Girl 1 jumps B-B-G-B-O-G-G
3. Girl 2 mover over.. B-B-G-B-G-O-G
4. Boy 1 jumps B-B-G-O-G-B-G
5. Boy 2 jumps B-O-G-B-G-B-G
6. Boy 3 moves over.. O-B-G-B-G-B-G
7. Girl 1 jumps..... G-B-O-B-G-B-G
8. Girl 2 jumps..... G-B-G-B-O-B-G
9. Girl 3 jumps G-B-G-B-G-B-O
10. Boy 1 moves over.. G-B-G-B-G-O-B

11. Boy 2 jumps..... G-B-G-O-G-B-B
12. Boy 3 jumps..... G-O-G-B-G-B-B
13. Girl 2 moves over.. G-G-O-B-G-B-B
14. Girl 3 jumps G-G-G-B-O-B-B
15. Boy 3 moves over.. G-G-G-O-B-B-B

Shouting Proverbs

Divide into groups of 6 to 10 people. Each group then picks some proverb (i.e. A rolling stone gathers no moss) and assigns a different word to each person of the group. If there are less people than words, pick the key words. If more people than words, then keep assigning words until all have a word. This will mean that several people will have the same word. When all groups are ready, group by group they stand where they can be seen and heard by all, and at a given signal by one of their own group they all yell their word at the same time. The other groups try to guess the proverb. The groups may have to yell these words a couple times.

Song titles, books, movies, etc. may be used in place of proverbs.

Lion Hunt



Leader stands or is seated in front of group where he is able to be seen and heard by all.

Leader will say a sentence and go through appropriate motions and then group repeats words and actions.

Each leader can make up his own version and appropriate actions.

Some suggested actions:
Reaching for rifle

Kissing his wife
 Walking - slapping thighs
 Crossing bridge - beat on chest
 Walking thru tall grass - brush palms
 together
 Walking thru mud - make sucking sound
 with mouth
 Climbing a tree
 Swimming a stream

I Love You Honey

Formation-Seated or standing in a circle with at least one person in the center.

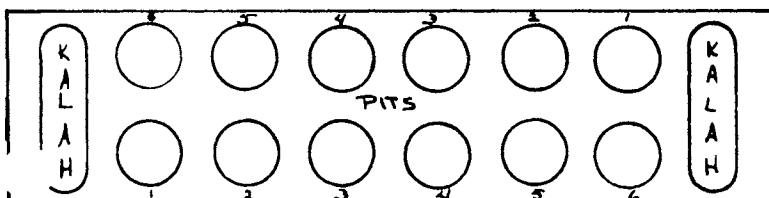
Rules and Object of Game-the person in the center goes to one of the opposite sex in the outer circle. As they face each other It asks "Do you Love me Honey?" The person in the outer circle must answer, "I love you honey but I just can't smile" three times without cracking a smile. If they manage to accomplish this they remain where they are but if they smile they must exchange places with the outer person in the center of the circle.

Kalah

There is just one method of play, invariably the same - distributing counters one by one into each PIT to the RIGHT.

Two simple rules explain CONSECUTIVE MOVES and SCORING PLAYS. The game is essentially one of skill in choosing the proper Pit. Your own alertness at all times, and your ability to calculate and count quickly determine your fate.

PLAYING FIELD



The field is laid out with two rows of PITS, six on a side, and assembly pits called KALAHs at either end.

OBJECTIVE

The purpose of the game is to concentrate as many counters as possible in your KALAH. The game ends when all of the PITS on one side are empty. The SCORE is the number in excess of counters in all PITS at start of game.

METHOD OF PLAYING

1. The board is placed crosswise between the players so that each can guard a row of PITS and the KALAH at his right. The game starts with three (six for adults) counters in each Pit, a total of eighteen on each side.

2. The first player is chosen by toss of a coin or agreement. In succeeding games the first player alternates.

3. Colors of counters have no meaning except to facilitate counting. When transferred to the opponent's side they belong to him.

4. Plays are made by transferring counters one by one into each Pit to the right. Each player in turn empties any Pit that seems best, and leaving it empty, drops one counter into each Pit. If there are enough men, he also drops one into his own KALAH and continues around on the other side. The only place a player ever skips is his opponent's KALAH. The reason for skipping is that once in a KALAH counters stay there until the end of the game, and a victory goes to the player having the largest number of counters in his KALAH.

5. Whenever the last counter lands in your own KALAH you have another turn. You can sometimes have several turns in succession. This is called a "break

through" and should enable you to capture counters or men.

6. Counters are captured by distributing your last one into an empty Pit on your side opposite a Pit containing men on your opponent's side. These men captured from your opponent are transferred to your KALAH together with the Guard who made the capture. If there are no men in the opposite Pit, there is no Victory. If your last man lands in an empty Pit on your opponent's side there is no gain nor penalty. Your turn ends with a capture or whenever the last man transferred lands anywhere except in your own KALAH.

7. When the first player has ended his turn by distributing his last man, whether or not he makes a capture, the second player distributes, choosing the Pit which he believes will improve his position. Plays thus alternate throughout the game.

ALL-IMPORTANT RULES

The main action of the game depends upon two RULES. These are:

1. When distributing, you have an extra turn whenever your last man lands in your own KALAH. Your turn ends if your last man lands in any Pit on your own or your opponent's side, even if you make a capture.

2. If your last man lands in an empty Pit on your own side, you capture all of your opponent's men in the pit opposite.

END OF GAME

The game ends when all pits on one side are empty. Counters remaining in PITS on the opposite side go into the KALAH on that side.

SCORE

The SCORE is the excess number of

counters captured from the opponent. A series of games end when one player has scored a total of FORTY POINTS.

The count is quickly made by taking all of the men from one of the KALAHs and transferring three (six in adult game) to each Pit on that side. If there are not enough to fill the Pits on that side, the game has been lost by the number required to fill the other Pits. If more than enough, the extra number shows the score of the winner.

The larger Kalah playing boards are provided with two sets of colored tallies for convenience in keeping score.

POINTERS

In reaching an empty Pit, it makes no difference whether you move up one, two or more Pits, or go all the way around the board and back to your own side.

Keep track of the men in all Pits. Whenever you have attained thirteen in any one of your Pits, notice whether there are any men in the Pit opposite. If so you can win a victory by distributing UNLESS you distribute on to the Opponent's side more men than you capture. Whenever you distribute thirteen men, the last one will fall into the same Pit from which you started, and finding it empty, entitles you to pick up all of the men in the opposite Pit and deposit them, together with the Guard who made the capture, in your own Kalah. Thus ends your turn.

A usual beginning in the game for adults is to distribute all men in Pit No. 1 to No. 2, to No. 3, to No. 4, to No. 5, to No. 6, to your own KALAH, which gives you another turn. Any Pit may be selected, however, and the advantage of securing two counters in your KALAH instead of one on your second turn may not be of very great importance.

COMMON MISUNDERSTANDINGS

It is easy to make the mistake of be-

lieving that your men still belong to you after they have been distributed to your opponent's side. Such is not the case. REMEMBER you NEVER contribute to your OPPONENT'S KALAH. You skip it when distributing, and if your last man falls into an empty Pit on your opponent's side, even if this may be opposite a Pit on your own side containing a large number of men, there is no capture or penalty.

Once in either KALAH, counters stay there until the end of the game, and cannot be recaptured or played out.

The Nose Knows



Can you depend on your nose? Fill a number of half-ounce bottles with liquids or materials which have characteristic odors. Only a few drops of each liquid may be needed. The bottles may be obtained from the drug store at a very small cost; most of the materials may be found at home and the druggist can supply the rest. Number the bottles. Give each player a card and pencil.

The players smell of each bottle and write their identification of the material opposite the number on the card. The player naming the largest number correctly wins.

Since the appearance of the material helps to identify it is more satisfactory particularly if the group is small, to blindfold each player in turn, and have him dictate his answers to another who writes them for him. If the group is large, each bottle may be wrapped with tissue paper or put in a small paper sack. Do not use gasoline, as it is dangerous.

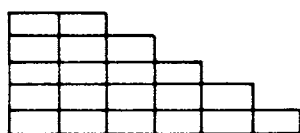
The following materials for the bottles are suggested:

Vanilla	Olive Oil
Wintergreen	Vinegar
Peppermint	Camphor
Lemon	Creosote
Orange	Bay rum
Almond	Witch hazel
Onion	Rosewater
Allspice	Lilac
Nutmeg	Mentholatum
Celery seed	A slice of lemon
Tea	Ammonia
Cloves	Lyson
Cinnamon	Lard
Pepper	Kitchen soap
Ginger	Turpentine
Mustard	Rubbing alcohol
Castor oil	
Coffee	

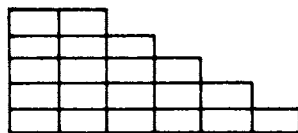
Variation - Seat the players in a row or circle and put out the lights. The bottles or bags are passed around the circle, each player smelling of each and passing it on to the next. When all the bottles have been around, the lights are turned on. Each player is given paper and pencil and asked to write down the odors he smelled. This emphasizes both smelling and memory.

Battleship

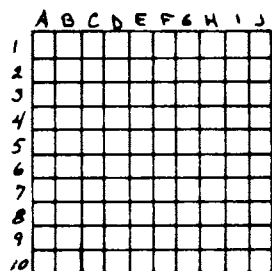
This game is played by two persons. On a large sheet of paper, each draws a chart for the enemy port, a chart for his home port and a score chart. Numbers are put at the side and letters at the top as indicated in the diagrams. Each player then draws in his home port a 2-ton, a 3-ton, a 4-ton, a 5-ton and a 6-ton ship. The player indicates the weight of each of the five ships by including in it the proper number of squares, horizontally or vertically. (In the illustration these ships are indicated as a player might place them.) Neither player is allowed to see the location of his opponent's ship.



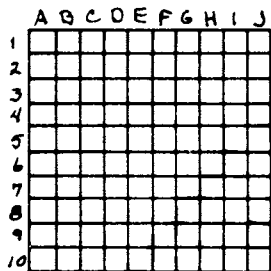
Submarine
Destroyer
Cruiser
Battleship
Carrier



ENEMY



HOME



The object of the game is to sink the enemy's fleet. Each player, in turn, fires three successive "bombs" at the squares he thinks a ship may cover. A shot is fired by naming the letter and number that identifies a square. For example, the first player may say, "A-3". Then both players write 1 (for first shot) in the third square of the column at the left. The attacker puts it in his enemy chart and the other puts it in his home-port chart. The one whose ship has been hit does not give any hint of it, as this would furnish a clue to the location of one of his ships. The first player's next shot may be "A-6" which fails to strike a ship. His third may be "J-9" which lands a bomb successfully. When these three shots have been recorded on both charts, the first player asks, "Did I hit any ships?" The other admits, "You hit my 2-ton ship and my 6-ton ship." The first player writes 1 in his score chart in the first block opposite 2 and in the first block opposite 6; although his opponent has not told in which square the bombs struck, a hint as to the ships' location has been gained, so that when the first player's turn comes again he can try to place his next series of shots in such a way as to strike those ships once more. Now the other player fires his three bombs, which are recorded by the figure 1 under the same procedure.

The next trio of shots by each player is recorded by the figure 2, the next by the figure 3, and so on.

The game is won by the player who first succeeds in sinking all of his opponent's ships. A ship is considered sunk when each square it covers has been struck by a bomb.

* Titi-Toria

At the top of the next page is a part of the game Titi-Toria, a New Zealand stick game, sometimes misnamed Lumi Sticks. The Lumi Indians did not originate this game.

The one requisition for the game is a pair of sticks for each player. The ideal sticks are those found in the woods and carved or painted in their own designs. They should be straight, one to one-and-a-half inches in diameter and twelve to eighteen inches long, and free from any rough edges. Both players should have sticks of approximately the same size. In absence of natural branches, old broomsticks or dowel rods from a lumberyard may be cut to size. Beginners can use rolled newspapers, but these are not satisfactory for long because they do not make enough noise to emphasize the interesting rhythmic patterns.

One movement of the sticks is made for each beat of the chant. There are five basic movements:

Clap: hit own sticks together, upright (Fig. 1)

Tap: hit tip ends of sticks on floor one at each side of player (Fig. 2)

Drum: hit sticks on floor beyond the knee, holding them the way a drummer hits a drumstick (Fig. 3)

Flip: toss sticks in air, turning them once, and catch other end (Fig. 4)

Throw: throw stick to partner with an upward motion so that the stick drops into her hand easily. The sticks are thrown gently in a vertical position (Fig. 5).



Pronounce the vowels in European manner.

Taps, claps, flips, and drums are done with both hands at the same time. Both players do the same thing. Throws are done with either the right (R) or left (L) hand, or as doubles (D) with both hands.

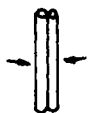
Players kneel, sitting back on their heels, facing each other, their knees about a foot apart. They may also sit crosslegged on floor. In throwing sticks to her partner, each player must throw her stick straight across, so that the two sticks do not collide in mid-air. Thus in a right throw, player A would throw straight across from her right and player B would throw straight across from her own right (Fig. 6). On the double throw, one player must throw both of her sticks in the center while the other player throws hers outside (Fig. 7). They decide beforehand who throws to the center.

Patterns for five routines are given below, using the terms that have been defined. Once the basic movements have been mastered, (which won't be hard after the instructions have been mastered) many new routines may be thought up. So protect your knees; here we go.

Routines:

1. Tap, clap, R. throw
Tap, clap, L. throw 8 times
2. Tap, clap, D throw 16 times
3. Drum R. flip, clap
Drum L. flip, clap 8 times
4. Drum, flip, R. throw
Drum, flip, L. throw 8 times
5. Tap, clap, clap (Repeat to end)

Fig. 1



Clap

Fig. 2



Tap

Fig. 3



Drum

Fig. 4



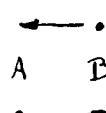
Flip

Fig. 5



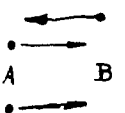
Throw

Fig. 6



Single
Throw

Fig. 7



Double
Throw

Hummer

This nonsense contest can take place at intermission. All players are on the floor in pairs. When the leader says "go," they look each other in the eye and start to hum. Hum until one of them has to stop. The loser sits down. The winner pairs up with another winner and the contest is resumed. This contest lasts until the champion hummer is discovered.

It is perfectly proper to try to make the other person laugh, but it's not fair to tickle.

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